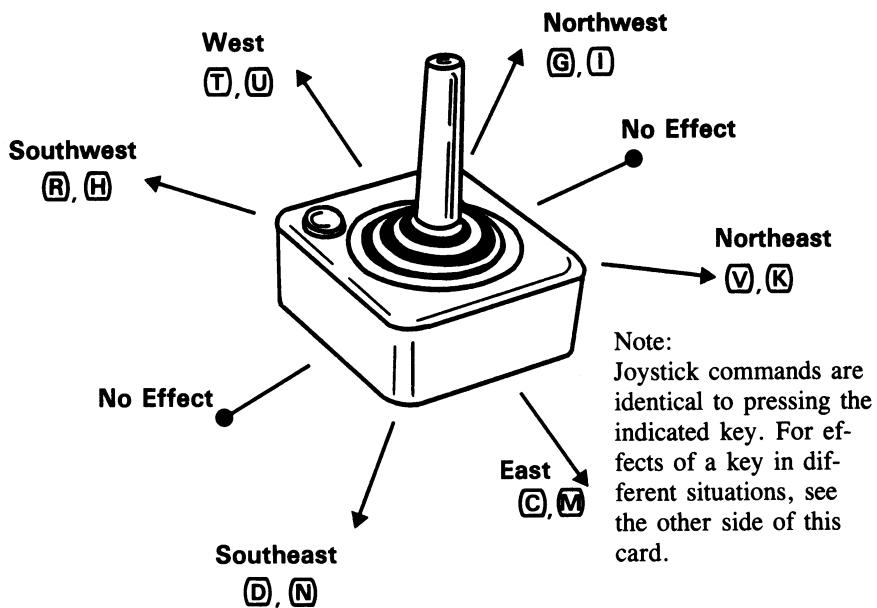


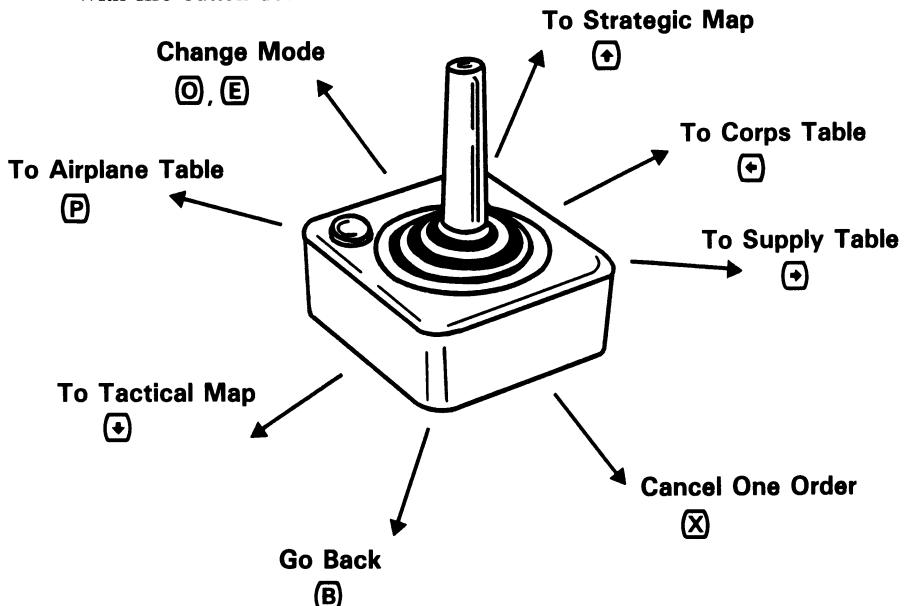
THE JOYSTICK

To pick up or drop unit (**F** or **J**) : press and release fire button.

With fire button up:

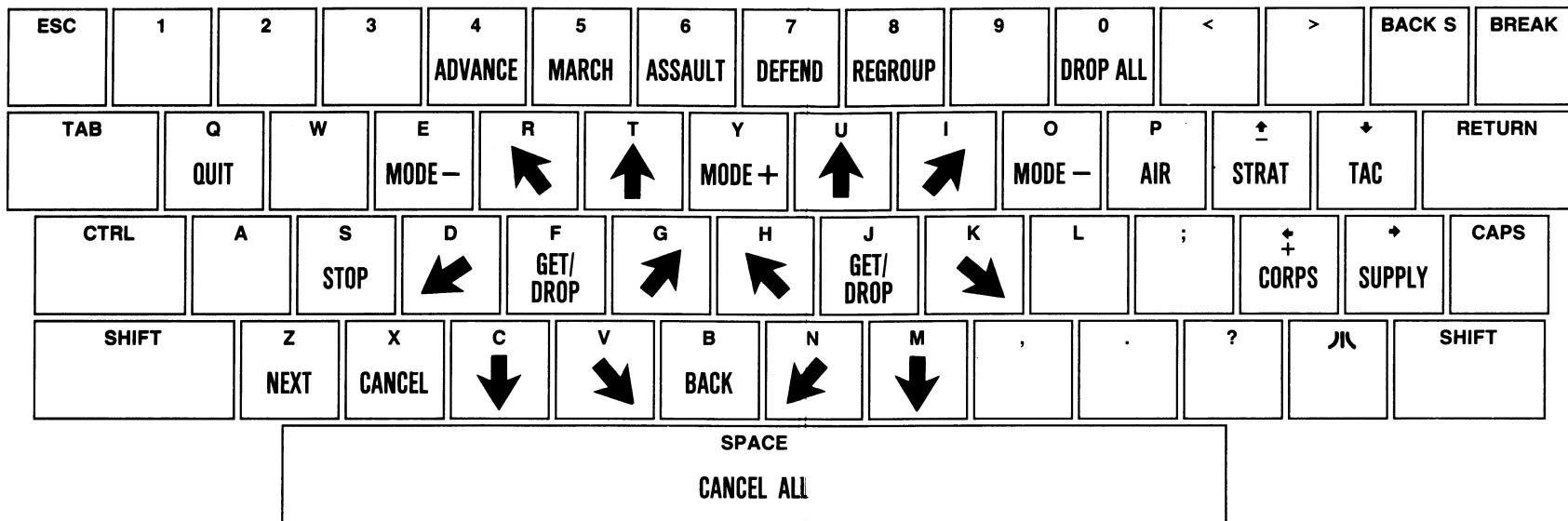


With fire button down:



Joystick Response: To increase delay, press **(CTRL) +**

To decrease delay, press **(CTRL) -**



GENERAL

Q: Quit. End turn.
S: Stop turn. Go to game stopped menu.
+: Go to tactical map.
+: Go to strategic map.
+: Go to corps table.
+: Go to supply table.
P: Go to airplane table.

CORPS TABLES

U, **T**: Move cursor up.
M, **C**: Move cursor down.
I, **K**, **G**, **V**: Go to next corps.
H, **N**, **R**, **D**: Go to previous corps.
<: Go to enemy/friendly corps.

SUPPLY TABLE

J, **F**: Transfer supply or stop transfer.
U, **T**: Move cursor up.
If transferring supply: Transfer more.
M, **C**: Move cursor down.
If transferring supply: Transfer less.
I, **K**, **G**, **V**: Move cursor right.
R, **D**, **H**, **N**: Move cursor left.

TACTICAL MAP

④, **⑤**, **⑥**: Enter ADVANCE, MARCH, or ASSAULT mode.
⑦, **⑧**: Enter DEFEND or REGROUP mode and give one order.
E, **Q**, **Y**: Cycle through modes.
F, **J**: Pick up or drop unit.
Directional Keys (keys around F and J): Move cursor.
B: Drop unit and move cursor back to the last hex in which a unit was picked up.
O: Drop unit without picking up another.
Z: Pick up next unit.
X: Cancel one order for unit picked up.
(CTRL) X: Restart the turn.
SPACE: Cancel all orders for unit picked up.
RETURN: Review orders for unit picked up. If no unit is picked up, review orders for all units on screen.
SHIFT **RETURN**: Review orders of all units.

STRATEGIC MAP

?: Find unit. Pick up the next unit without orders.
SHIFT **?**: Show all units without orders.
O, **E**: Go to next strategic map.
Y: Go to previous strategic map.
(Note: Many tactical map functions also work here.)

TURN REVIEW

F, **J**: Go one step forward.
B: Go one step back.
SPACE: Continue review.
RETURN: Restart review.
X: Skip to end of review.
Q (at end of review only): Quit review.
+: Increase review delay.
-: Decrease review delay.
Any other key: Pause review.

AIRPLANE TABLE

F, **J**: Pick/drop sortie.
U, **T**: Move cursor up.
With sortie picked: Arrive later.
M, **C**: Move cursor down.
With sortie picked: Arrive earlier.
H, **N**, **R**, **D**: Increase loiter time.
I, **K**, **G**, **V**: Decrease loiter time.
SPACE: Cancel sortie.
< (with sortie picked): Go to air tactical map.

AIR TACTICAL MAP

F, **J**: Pick/cancel target hex.
SPACE: Cancel all target hexes.

Tactical Map Symbols

Symbol	Screen
Rough	-·-·-
Hill	▲
Escarpmant	●●●●
Road	
Fortification	■■■■
Track	
Cliffs	-·-·-
Town	■■■
Airfield	■■■

Unit Type Symbols

Type	Symbol
Tank	□
Armored Car	□■
Reconnaissance	\\\\
Infantry	×
Motorized/ Bersagliari	×●
Machinogun	□×
Flak	△
Headquarters	■■
Minefield	■■■■